

Hey everybody, and once again, welcome back to The Gamers Newsletter! Now before I begin there are a few announcements I must make. First off, The Gamers Newsletter has been having very infrequent issues lately because we felt that each issue needed to be a certain length, so we waited for the news to pile up a bit to get a nice lengthy issue, but in the process, you may have been getting a bit behind on news, but that is going to change. We now have recruited a few new website admins, so the website will be updated much more frequently, as well as the RSS feed. Now each website admin will specialize in their own section of news. So I, Matthew Goldzman, will be covering Nintendo, Matthew (didn't tell me his last name) will be covering PlayStatin, and the always cheerful Justin Taylor will be covering Xbox. The GamersNewsletter main page will also be organized differently so you can get to what you want easier. The main page RSS glitch has been fixed and will be placed soon on the main page. Now instead of subscribing to the Gamers Newsletter via e-mail, you can now subscribe to it through the GamersCast feed on iTunes, Yahoo, or AllPodcasts.com (iTunes recommended), but as always, you need Adobe Acrobat Reader to view the Newsletter. And you can also listen to GamersCast through your cell phone via MobilCast, as well as your PSP, to subscribe to GamersCast through PSP by simply typing the following URL into your PSP's web browser:

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And last, but not least, we are now in the process of making a new website just for GamersCast, for more information see Episode 6 of GamersCast.

Anyway, recently in Japan, Nintendo confirmed their plans of Nintendo DS Lite. As you can probably tell from the title, Nintendo has once again taken on the "GameBoy Pocket" angle, but it isn't as bad of an idea as GameBoy Micro by far! Right now, our classic Nintendo DS fits in most pockets, but it is often a tight squeeze just like the original GameBoy was, but while it can fit in most pockets, it still couldn't get the proper security as GameBoy Micro, but in my opinion GameBoy Micro was a bad idea, and unless you're trying to put it, in a pencil pocket, I would've just got the new GameBoy Advance SPs. Back on topic, with Nintendo DS, the only difference besides its size is, its backlit screen is as bright as, or possibly brighter than the new GameBoy Advance SP, a slightly sleeker look, and the start and select buttons move to their classic locations (underneath A,B,X, and Y). But it gets better! The Microphone is in between the hinges on the DS, so nothing gets into it, when you aren't playing, and the power light is on the right hinge, making it more visible to see than before, back when the top screen partially covered it on the original DS. You can choose how bright you want the backlit screen to be, on a scale of 1 to 4. So, yes, you can play under your covers without the screen's light keeping you awake once you're done! And you can also choose a battery consumption mode! Once again, on a scale of 1 to 4! So, if you're running low on battery you can keep playing, but some features may be disabled on the highest battery mode, or perhaps it is synchronized with the backlight mode! The only other difference is that the DS logo, is now on the front.

Originally, the first Nintendo DS was \$150, which wasn't too bad of a price, and as you know it dropped to \$130, so obviously this new Nintendo DS, we now know as Nintendo DS Lite, costs \$140. In Japan, Nintendo DS Lite will be released on March 2, 2006, but Nintendo of America has not yet revealed any of its release plans. The Nintendo DS Lite will be discussed and analyzed further than anything has ever been analyzed before (as far as we know) during episode 7 of GamersCast!

But Until then, I'm Matthew Goldzman, logging off!